

to provide eight (8) possible internal routes within the geometric shape as follows:

a. if said binary switching means is set to "1", then:

5 (i) the input port at the bottom edge of the geometric shape connects to the output port at the top edge of the geometric shape,

(ii) the input port at the left edge of the geometric shape connects to the output port at the right edge of the geometric shape,

10 (iii) the input port at the right edge of the geometric shape connects to the output port at the bottom edge of the geometric shape, and

15 (iv) the input port at the top edge of the geometric shape connects to the [input] output port at the left edge of the geometric shape, or

b. if said binary switching means is set to "0", then:

(i) the input port at the bottom edge of the geometric shape connects to the output port at the right edge of the geometric shape,

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~~(ii) the input port at the left edge of the connects to the output port at the top edge of the geometric shape,~~

~~(iii) the input port at the right edge of the geometric shape connects to the output port at the left edge of the geometric shape, and~~

~~(iv) the input port at the top edge of the geometric shape connects to the output port at the bottom edge of the geometric shape.~~

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42. (Second Amendment) An electronic game device as recited in claim 35 wherein said programming means provide the routing functions of a plurality of routing means each of which is depicted as a two-dimensional geometric shape having four edges and comprises binary switching means and four input ports and four output ports which are depicted to be located at the four (4) edges of the corresponding geometric shape such that one input port and one output port are located at each edge of said geometric shape to provide eight (8) possible internal routes within the geometric shape as follows:

a. if said binary switching means is set to "1", then:

(i) the input port at the bottom edge of the geometric shape connects to the output port at the top edge of the geometric shape,

(ii) the input port at the left edge of the geometric shape connects to the output port at the right edge of the geometric shape,

5 (iii) the input port at the right edge of the geometric shape connects to the output port at the bottom edge of the geometric shape, and

(iv) the input port at the top edge of the geometric shape connects to the [input] output port at the left edge of the geometric shape, or

10 b. if said binary switching means is set to "0", then:

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(i) the input port at the bottom edge of the geometric shape connects to the output port at the right edge of the geometric shape,

15 (ii) the input port at the left edge of the geometric shape connects to the output port at the top edge of the geometric shape,

(iii) the input port at the right edge of the geometric shape connects to the output port at the left edge of the geometric shape, and

20 (iv) the input port at the top edge of the geometric shape connects to the output port at the bottom edge of the geometric shape.

43. (Second Amendment) An electronic game device as recited in Claim 23 wherein each of said plurality of routing means is depicted as a two-dimensional geometric shape having four edges and comprises binary switching means and four input ports and four output ports which are depicted to be located at the four (4) edges of the corresponding geometric shape such that one input port and one output port are located at each edge of said geometric shape to provide eight (8) possible internal routes within the geometric shape as follows:

10 a. if said binary switching means is set to "1", then:

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10 (i) the input port at the bottom edge of the geometric shape connects to the output port at the top edge of the geometric shape,

15 (ii) the input port at the left edge of the geometric shape connects to the output port at the right edge of the geometric shape,

(iii) the input port at the right edge of the geometric shape connects to the output port at the bottom edge of the geometric shape, and

20 (iv) the input port at the top edge of the geometric shape connects to the [input] output port at the left edge of the geometric shape, or

b. if said binary switching means is set to "0", then:

25 (i) the input port at the bottom edge of the geometric shape connects to the output port at the right edge of the geometric shape,